

Rock Raiders Tutorial Script

Notes

1. Please remove the "Back One Step" button. Given that actions can't be "rewound", this serves no useful purpose.
2. Please replace this with a "Repeat Instruction" button. The purpose of this button should be to replay the spoken instruction.
3. The behaviour of the message screen should be as follows:
 - (i) The instruction is displayed and a voice-over reads it;
 - (ii) The instruction text remains visible until the next instruction appears;
 - (iii) The voice-over is played each time the player clicks on the "Repeat Instruction" button.
 - (iv) If the instruction does not require a specific action on the part of the user, then the instruction should be accompanied by the "Next Step" button.
 - (v) If the instruction does require a specific action on the part of the user, then the instruction should **not** be accompanied by a "Next Step" button.
 - (vi) The next instruction should be displayed and read once the player clicks the "Next Step" button or performs the action required of them.
 - (vii) All controls and actions not pertinent to a particular step should be disabled.
 - (viii) Action arrows should no longer have step numbers.

TUTORIAL 1: Exploring the World and Moving Rock Raiders

Map

Base this on the existing map for "Moving - Basic", but make it a little more interesting please. I would imagine that this level would be easier to implement if each path were completely isolated from the other paths, and each led to a separate tool-store. If there is any way that the Rock Raider on rubble can be made to run to the tool store, but not be able to collect a shovel (i.e. to stop him from clearing rubble), this would be great.

Opening Text

Hello, Rock Raider Cadet, and welcome to the Rock Raider Academy. As this is your first day of training, we will start with the basics. This tutorial will introduce you to some of the controls on your personal command interface. Then we'll teach you how to command Rock Raiders to move about in the caves below the planet's surface. Good luck Rock Raider, we're expecting the best from you.

Text	Next Step Button	Controls to Highlight (Flash)	Camera Position	Specific Action Required
OK Rock Raider, let's get started.	Y	None	Centred	No.

Instructions will appear in this box. At the end of each instruction, either perform the action you are asked to do, or click the flashing arrows to go on to the next instruction. Click the flashing arrows now.			on Rock Raiders.	
Now try moving your mouse and watch the pointer on your command console move with it. You use this pointer to give commands by clicking on objects, icons and buttons.	Y	Pointer	As left by user.	No.
Move the pointer towards the edge of your command console's screen. You'll notice that this scrolls your current view of the cave in the direction you move the pointer.	Y	None	As left by user.	No.
The plus and minus buttons on the right can be used to zoom your view in and out. Try them now to get a closer look at this Rock Raider.	Y	Camera zoom buttons	Centred on a Rock Raider.	No.
You can also change the angle at which you view the caverns by using the camera control to the right. Move your pointer over it and click and hold to move your view. Try it now. Then try clicking on the control and moving your pointer about while holding the mouse button down.	Y	Camera control	As left by user.	No.
Now let's see how well Rock Raiders on foot can move over the various surfaces in the cavern.	Y	None	Centred on Rock Raider on path.	No.
This Rock Raider is on a Power Path. When you're ready, click the flashing arrows to start him moving.	Y	None	Centred on Rock Raider on path.	No.
You can see how quickly and easily Rock Raiders move when they have a path to walk on. When you've finished watching him moving, click the flashing arrows to go on.	Y	None	Tracking Rock Raider moving along path.	No.
This Rock Raider is on the cavern floor. Let's see how quickly he can move.	Y	None	Centred on Rock Raider on ground.	No.
You'll notice that this Rock Raider still moves easily, but he's not as quick as he would be on a path. Click the flashing arrows to move on to the next Rock Raider.	Y	None	Tracking Rock Raider walking on ground.	No.
Finally we have a Rock raider standing on rubble. Let's start him off and see how he get's on.	Y	None	Centred on Rock Raider on rubble.	No.
Do you see how the Rock Raider has to move slowly and carefully pick his way through the large pieces of rubble? Click the flashing arrows when you've watched him enough.	Y	None	Tracking Rock Raider walking on rubble.	No.
Now you should try giving some basic movement commands to the Rock Raiders in this cavern. Click the flashing arrows when you're ready to try.	Y	None	As left from last step.	No.
Each time you want to tell a Rock Raider to do something you have to click on him to select him. Try selecting this Rock Raider now.	N	None	Centred on Rock Raider at end of rubble.	Select a single Rock Raider (the one at the end of the rubble).
You can see that the Rock Raider has been selected because he has a green box around him. Click the flashing arrows to learn how to give	Y	None	Centred on selected Rock	No.

him a basic movement command, Now click on the rubble where the arrow is pointing. This tells the selected Rock Raider that you want him to try to get to this point.	N	None	Raider. Centred on arrow.	Click on block pointed to by arrow.
Well done, you've just commanded a Rock Raider to move across the rubble. You can watch him getting there if you want to. When you're ready to move on click the flashing arrows.	Y	None	Tracking Rock Raider moving across rubble.	No.
Now select this Rock Raider.	N	None	Centred on Rock Raider at end of cavern floor.	Select a single Rock Raider (the one at the end of the strip of cavern floor).
Click where the arrow is pointing to command him to go here.	N	None	Centred on arrow pointing at end of strip of cavern floor.	Click on block pointed to by arrow.
When you've finished watching this Rock Raider crossing the cavern floor, click the flashing arrows.	Y	None	Tracking Rock Raider moving across cavern floor.	No.
Finally select this Rock Raider.	N	None	Centred on Rock Raider at end of Path.	Select a single Rock Raider (the one at the end of the power path).
Now click where the arrow is pointing to command him to move to the end of the path.	N	None	Centred on arrow at end of path.	Click on block pointed to by arrow.
Well done! You've given the final command for this tutorial. Watch this Rock Raider moving for as long as you want and then click the flashing arrows to finish.	Y	None	Tracking Rock Raider moving along power path.	No.

Closing Text

Congratulations Cadet! You have now mastered the basic controls on your command console and shown a good understanding of how to give basic commands to Rock Raiders.

END OF TUTORIAL 1